

VITANI IN THE MOUNTAIN OF DEATH

SINGLE PLAYER BOARD GAME

RULES

MATERIALS NEEDED:

- 1  DICE (VIRTUAL DICE: <https://freeonlinedice.com/>)
- SET OF RULES
- EVENT CARDS
- ALLY CARDS
- BOARD

THE USE OF PEN AND PAPER IS RECOMMENDED TO KEEP TRACK OF THE GAME'S PROGRESS (HEALTH, INVENTORY, PROGRESS, ETC...)

OBJECTIVE: ELIMINATE ALL OF THE MONSTERS IN THE ROOMS , THEN DEFEAT "MAFUANE".

MOVING ACROSS THE BOARD: THE PLAYER CAN MOVE FREELY ACROSS THE DIFFERENT ROOMS  ON THE BOARD BY USING THE PATHS  (CAN ONLY MOVE TO A DIFFERENT ROOM IF THE PLAYER HAS BEATEN ALL OF THE MONSTERS IN THE ROOM THEY'RE CURRENTLY IN).

EVENT CARDS: WHEN THE PLAYER GETS IN A ROOM  THAT COMMANDS THEM TO OPEN A CERTAIN EVENT CARD, THE PLAYER MUST OPEN THE EVENT CARD OF THE SAME NAME, AND FOLLOW ITS INSTRUCTIONS. IT IS STRONGLY ADVISED TO THE PLAYER THAT THEY DON'T READ THE CARD UNTIL THE GAME TELLS THEM TO DO SO, TO KEEP THE EXPERIENCE INTERESTING.

ALLY CARDS: AFTER DEFEATING THREE MONSTERS, PLAYERS CAN GET ALLY CARDS BY ROLLING THE  DICE IN THE GAME. THE RESULT DETERMINES WHICH ALLY CARD THE PLAYER WILL GET. THEY CAN HAVE UP TO THREE ALLY CARDS AT A TIME. IF THE INVENTORY IS FULL WHEN THEY GET A NEW CARD, THEY CAN REPLACE AN OLD ONE (ONLY ONE OF THE TWO THAT THE PLAYER HAS IN THE INVENTORY, NOT THE ONE THAT IS CURRENTLY SUMMONED). EACH CARD CAN BE USED ONCE DURING A BATTLE AND ONLY ONE PER BATTLE. THESE CARDS CAN BE USED BEFORE A BATTLE BEGINS (WHEN ENTERING A ROOM) OR BETWEEN THE BATTLE WHEN IT HAS ALREADY STARTED (AFTER A MONSTER'S OR VITANI'S ATTACK). ITEMS HAVE NO EFFECT ON THE ALLIES, ONLY ON VITANI. THE ALLIES ARE USED BY ALTERNATING TURNS WITH THE MAIN CHARACTER, VITANI (VITANI'S ALWAYS FIRST AFTER SUMMONNING AN ALLY CARD). IF VITANI DIES FIRST, THE PLAYER GOES BACK TO THE LAST CHECKPOINT. IF THE ALLY DIES FIRST, THE PLAYER CONTINUES CONTROLLING VITANI. PLAYER CAN MANAGE THE ALLY'S HEALTH BY SIMPLY CROSSING OUT THE HEARTS OF IT'S LIFE COUNTER INSIDE THE CARD. THE "ATTACK" SECTION OF THE CARDS REVEAL THE DICE ROLL RESULTS  THAT DETERMINE FAILURE OR SUCCESS IN THE ALLY'S ATTACK. ON THE CONTRARY, THE "DEFENSE" SECTION OF THE CARDS REVEAL THE DICE ROLL RESULTS  THAT DETERMINE FAILURE OR SUCCESS IN THE ENEMY/MONSTER'S ATTACK.

BATTLE RULES:

MONSTERS' BATTLE RULES:

HEALTH:3

WITHOUT ALLY CARD: WHEN IT'S THE MONSTER'S TURN TO ATTACK, THE PLAYER HAS TO ROLL THE DICE TO SEE IF ITS ATTACK FAILS OR SUCCEEDS (SEE "VITANI BATTLE RULES")

BELOW AND “DEFENSE” SECTION OF THE ALLY CARDS FOR MORE INFORMATION).

WITH ALLY CARD: WHEN IT’S THE MONSTER’S TURN TO ATTACK, THE PLAYER HAS TO ROLL THE  DICE AND IF THE RESULT IS 1-3, THE MONSTER WILL ATTACK VITANI, AND IF THE RESULT IS 4-6, THE MONSTER WILL ATTACK THE ALLY. THEN, THE PLAYER HAS TO ROLL THE DICE AGAIN TO SEE IF ITS ATTACK FAILS OR SUCCEEDS (SEE “VITANI BATTLE RULES” BELOW AND “DEFENSE” SECTION OF THE ALLY CARDS FOR MORE INFORMATION).

WHEN THERE’S MORE THAN ONE MONSTER IN BATTLE, THE REST OF THE MONSTERS START THEIR TURNS ONLY WHEN THE CURRENT ONE HAS BEEN DEFEATED, AND SO ON.

TIP: TO NOT LOSE TRACK OF THE STATUS OF THE TURNS BETWEEN THE ALLY AND VITANI, YOU CAN WRITE DOWN THEIR NAMES AS THE TURNS ARE COMPLETED, SO YOU KNOW WHO’S TURN TO ATTACK. EXAMPLE: ~~VITANI~~, ~~ALLY~~, VITANI, ALLY

VITANI BATTLE RULES:

HEALTH: 7 (MAX)

PLAYER (VITANI):  1-2: ATTACK FAILED.  3-6: ATTACK SUCCEEDED.

MONSTER:  1-3: ATTACK FAILED.  4-6: ATTACK SUCCEEDED.

THE SUCCESS AND FAIL RESULTS  CHANGE WHEN USING ALLY CARDS. MORE INFORMATION IN THE ALLY CARDS’ “ATTACK” AND “DEFENSE” SECTIONS.

MONSTER HEALTH COUNTER: EACH THIRD OF THE CIRCLE  REPRESENTS A ♥ FROM THE ENEMY. WHEN YOU PERFORM A SUCCESSFUL ATTACK, JUST FILL ONE OF THE THIRDS TO KEEP TRACK OF THE ENEMY’S DAMAGE.

ITEMS

WHEN THE PLAYER DEFEATS AN ENEMY, THEY HAVE THE CHANCE TO ROLL THE DICE AND DEPENDING ON THE RESULT, THEY GET A CERTAIN AMOUNT OF SAPPHIRES  THAT THEY CAN USE TO BUY ITEMS BETWEEN BATTLES (CONSULT THE “ITEM AND SAPPHIRE GUIDELINES” BOX UNDER THE MAP.) THERE ARE THREE KINDS OF ITEMS: +1  (EXTRA HEART/HEALTH),  (FULL HEALTH RESTORE), AND THE GOTU KOLA PLANT  (ACCURACY). THE PLAYER CAN USE THE ITEMS BEFORE PERFORMING THEIR ATTACK DURING THE BATTLE, IF THEY WILL TO USE IT. 1 USE ONLY. WHEN USING THE  (GOTU KOLA PLANT) ITEM, THE PLAYER’S ATTACK ONLY FAILS IF THE DICE ROLL SHOWS “1”. ITS EFFECTS GO AWAY AFTER THE PLAYER BEATS A ROOM. WHEN IT’S ALSO TIME TO ROLL THE DICE TO GET AN ALLY CARD, PLAYER SHOULD PERFORM THE ROLLS IN WHATEVER ORDER THEY WISH. (EXAMPLE, SAPPHIRE ROLL FIRST, ALLY CARD AFTER.)